NES-K2-USA

FIRE & ICE™

INSTRUCTION BOOKLET

TECMO®

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Thanks you for choosing the fun-filled FIRE'N ICE game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions, and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

ADVISORY
READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing a video game: dizziness or altered vision, eye or muscle twitching, altered awareness, involuntary movements, loss of consciousness or convulsions. Immediately discontinue use and consult your physician before resuming play.

⚠ WARNING ⚠
DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes are played on it. During some games, certain on-screen characters or designs may be "burned" into the screen. Subsequent use of a projection television with NES games may cause a similar image to appear even when a NES game is not being played. If you have a projection television, you should contact your TV manufacturer to find out if it can be safely used with NES games. Nintendo will not be liable for any damage that may occur due to the use of video games on this product. Also, a still image that results from the suspension of a game during play can be permanently burned into the screen of your projection television. Please contact your TV manufacturer for further information.

THE RESCUE OF COOLMINT ISLAND

This is a story from long ago, when the powerful WIZARD Dana was just a beginner.
In the sea to the far north , there was a small island made of ice. This island was called "Coolmint Island". On this beautiful little island of ice, there were many Winter Fairies all living in peace.

BUT one day...
The wicked wizard Druidle appeared, and let flames loose on Coolmint Island!
The flames scattered all over the island, and little by little, they began to melt the ice. The little island was in terrible danger!!
The Winter Fairies were determined to do something to save their island, but they were not strong enough to face the flames by themselves. The Queen of the Fairies knew about the danger the Winter Fairies were facing, so she called forth a wizard to fight against the flames let loose by Druidle.

The one chosen by the Queen of the Fairies to defend the island was Dana. This was a tremendous surprise to everybody. Dana was still just an apprentice and had very little magic power of his own. But the Queen knew that Dana had intelligence and possessed more courage than anyone else.

Then the Queen gave Dana some special magic that could be used to put out the wicked flames.

"And what happened after that, Grandmother?"

"Well... that's where Dana's adventures begins."

STARTING THE GAME

Pressing the Start button while the story is being told on the Cinema Display will brings up the title screen. Press the Start button again to start the game.

(1) If a "Round" has not been cleared since the power was turned on, it will look like this:

(2) If one or more "Rounds" have been cleared, the following message appears:

"beginning" - - - The game starts from a point where no screens have been cleared.

"continue" - - - Put in the MagicWord to continue the game from the point where you left off.

"cont. story" - - - This takes you back to the screen just before you got to this screen.

"quit" - - - All of the "Rounds" you have cleared will be saved as a MagicWord. Write down the MagicWord so you don't forget it.

"edit mode" - - - This enters the Edit Mode where you can create your own "Round".

* The Cinema Displays can be cancelled by pressing the Start button.

At the beginning, Dana appears in the upper left part of the screen. Line up the cursor with the world you want and press the Ⓐ Button. This causes Dana to move to the small map below. (Use the Ⓑ Button to cancel this choice.) Using the left and right sides of the + Control Pad, select whichever "Round" you

like, and press the Ⓐ Button to bring up the Puzzle screen.
The Puzzle screens which have already been cleared will change from red to blue.

Entering a Magic Word

If you put in the Magicword that appeared when you selected "quit", the game can be continued from the same point as where you left off.
Use the + Control Pad to move the arrow and select a character. Then press the Ⓐ Button to make the selection. When all of the choices have been made, move the arrow to "END" and press the Ⓐ Button.
If the message "Error! try again." appears, check carefully to find the mistake in the Magicword, Pressing "forth" moves the cursor to the right, and pressing "back" moves it to the left. Move the cursor to the location of the error, and, after correcting the error, select "END" and press the Ⓐ Button.

THE TARGET

A "Round" is cleared by defeating all of the flames and any enemy figures which may appear from the Puzzle screen.
When all of the nine "Rounds" contained in a World have been cleared, you will be able to advance to the Boss screen for that World. NOTE: If you have not already cleared the Boss screen from the previous World, you cannot get to the Boss of the next World.
If Dana touches a flame, you can select "TRY AGAIN" from the window that appeares at the bottom of screen. You can also get this window to appear, at any time, by pressing the "Start button".

If you get stuck on a Puzzle screen, press the Start button.

"TRY AGAIN" --- This lets you try that "Round" again from the beginning.

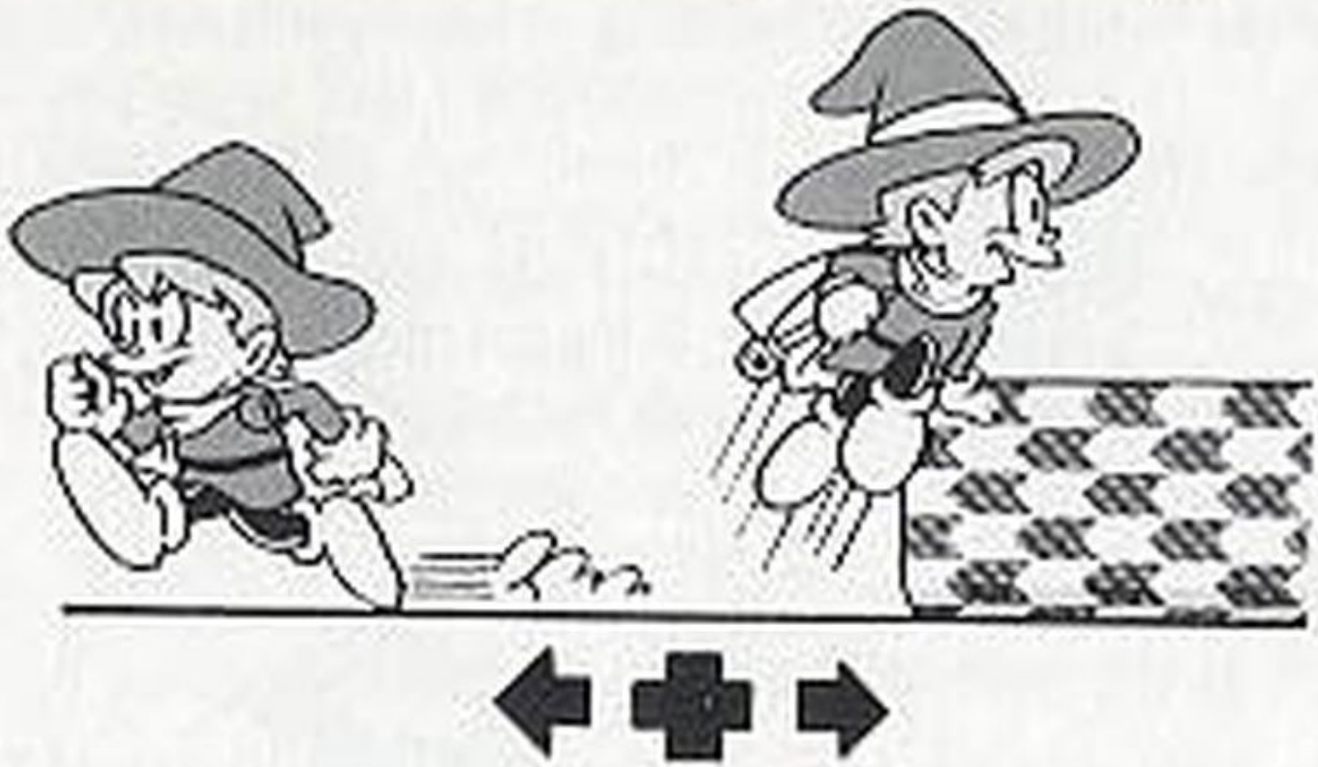
"NEW GAME" --- This cancels the "Round" and goes back to the Map screen.

BASIC OPERATION

Ⓐ and Ⓑ Buttons - - - These buttons create ice beside Dana's feet, in the direction in which he is facing. If ice already exists there, it will be removed.

If there are any objects to the right or left of the place where the ice is created, the ice will attach to those objects. However, it will not attach to anything above or below it.

+ Control Pad - - - This lets Dana move to the left or right, push ice to a new position, climb up on a block, and go inside of a pipe. The Up and Down buttons can only be used when Dana is going inside of a pipe.



Dana cannot jump. Also, he can only climb one block at one time. If you are clever about placing your block of ice so that you leave stairways for yourself, you will be able to complete all of the "Rounds".

THE OBJECTS IN THE GAME

1) "ICE"

Dana can use his magic to create or remove a block of ice. The blocks of ice created by Dana and those already arranged on the screen from the beginning of the game can be used the same way.
If a single block of ice is pushed, it moves sideways until it comes to a place where there is no floor beneath it, and then it falls downwards. If it bumps into anything while it is moving sideways (another block of ice, a wall, or another object), it stops.
If it bumps into a flame, it will put out the flame, but the block of ice also disappears.

2) "FLAME"

These are the flames released by Druidle. There are different kinds of flames in the various Worlds.
If Dana touches a flame, he will get burned, and will be unable to move. If this happens, a window appears at the bottom of the screen, and you can select the next option, such as "TRY AGAIN".
If a flame is positioned on top of a block of ice, pushing the block of ice causes the flame to fall downwards.
If you stack up two flames on the screen, each flame must be extinguished separately.
Ice cannot be made in the same place as a flame.

3) "PIPE"

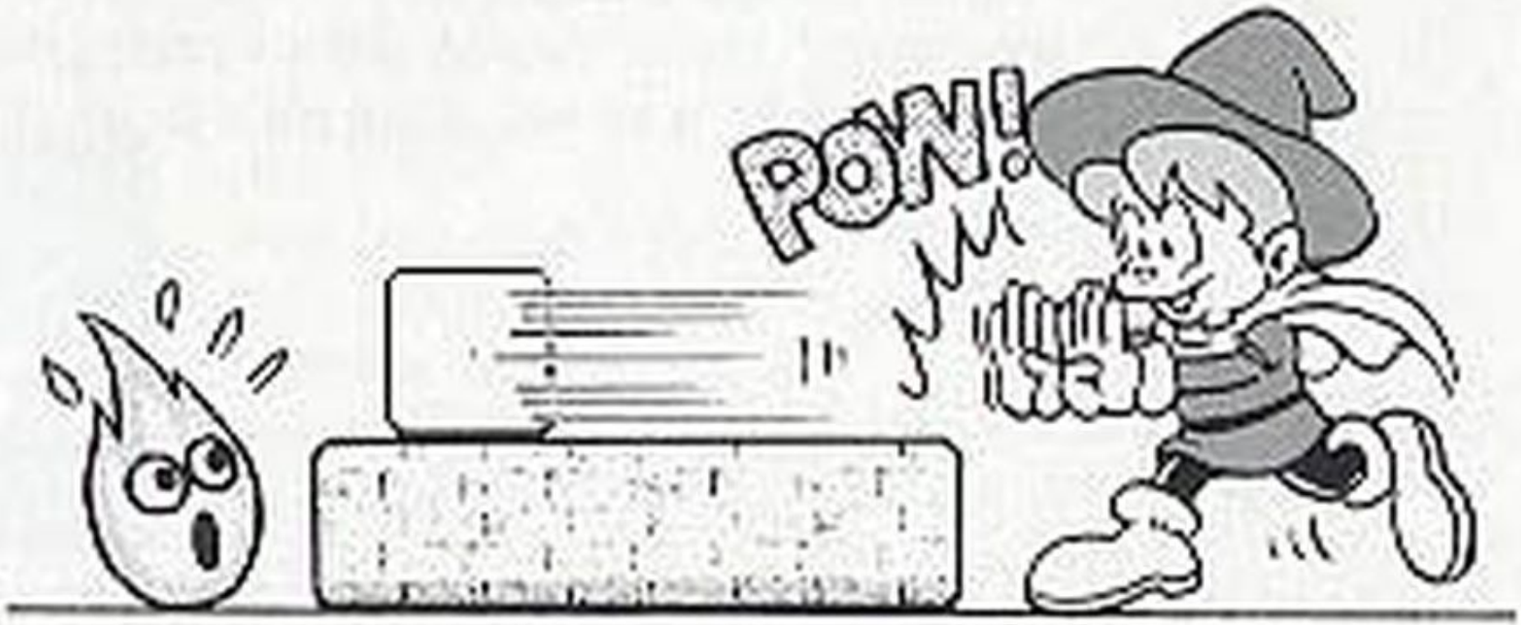
When Dana enters a pipe, he automatically comes out the other end. However, if the end of the pipe is blocked, he will not be allowed to enter the pipe.
If the entrance of the pipe is facing Dana, he can enter the pipe, but he cannot climb up on top of the entrance to the pipe.

4) "JAR"

These are glass jars which contain oil. Jars which are not on fire are handled in the same way as blocks of the wall. If a flame is positioned on top of a jar, the jar catches fire. You can put out a flame which is on top of a jar, but you cannot extinguish a jar once it has caught fire. When the ice is positioned on the flame, the ice disappears. Also, it is not possible to create a block of ice on top of a jar that is on fire. If Dana touches a jar which has caught fire, he will get burned. If this happens, you can select "TRY AGAIN" from the window that appears at the bottom of the screen. The "Round" can be cleared, without putting out a jar which is on fire. There is no way to put out a jar which is on fire!

5) "STONE"

These magic black Rocks are already in place at the beginning of the screen. If the floor is made of ice, these Rocks slide in the same way as ice blocks, but if the floor is not ice, they can be moved one block at a time.
Also, when a flame is put out, these do not melt away, like ice blocks do, so they can be placed on top of a burning jar.



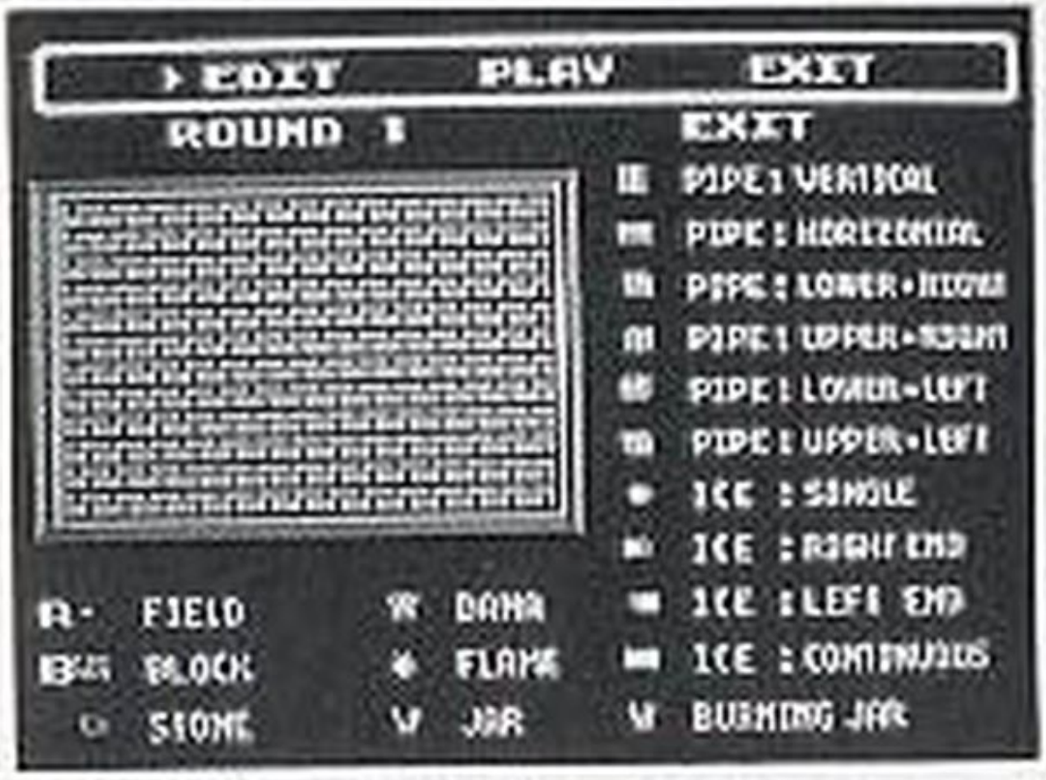
SHOWDOWN WITH THE BOSS ENEMY!

When "Round" 1 through 9 of World 1 have been cleared, a bridge is lowered from the castle of the Enemy Boss of World 1, allowing Dana to come face-to-face with the Enemy Boss.
On the Boss "Round", new dangers such as monsters and ghosts may come out! For example, an enemy holding an umbrella cannot be defeated by a block of ice falling from above. As you work your way up, be sure to extinguish the flames or else they will appear from the top again. So take your time and make sure you get them all on the way up!

^To enter the Boss, "Round", you must complete all of the "Rounds" NOTE: Even if you have cleared "Round" 1 to 9 of World 2, you cannot enter the Boss "Round" of World 2 unless you have already cleared all of the "Rounds" and the Boss from World 1.

EDIT MODE

If "edit mode" is selected on the first screen, you will enter a mode to create your own "Round".

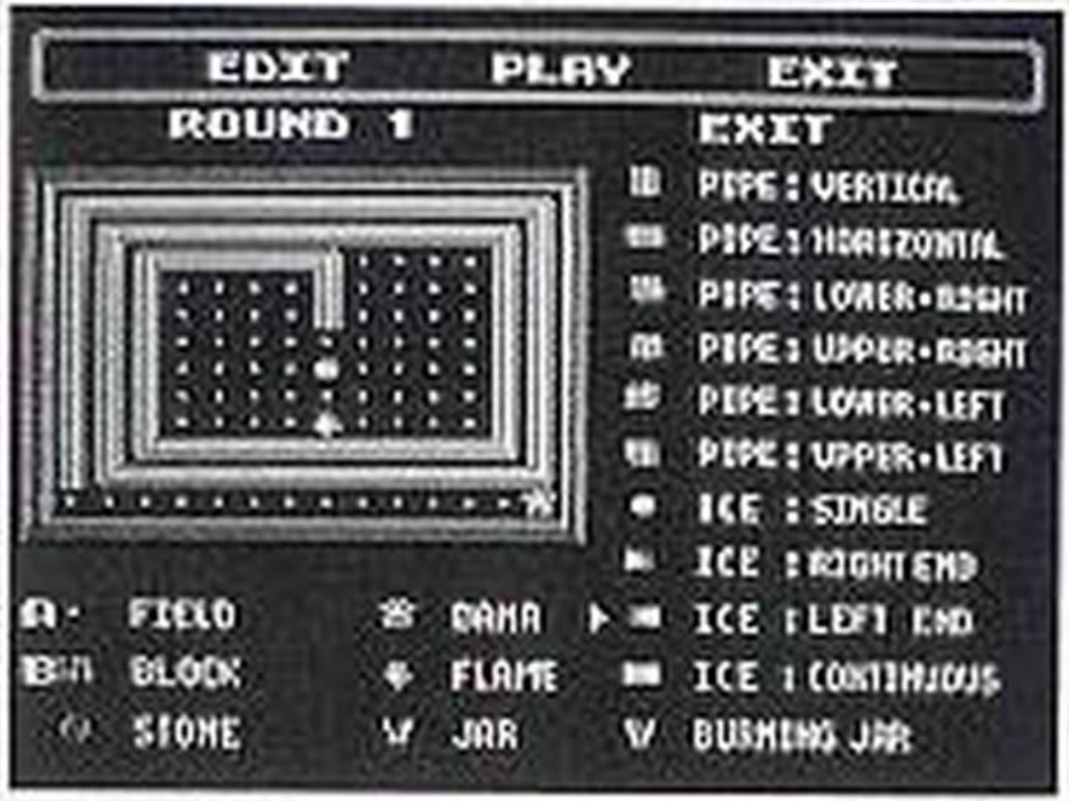


Use the Ⓐ Button to choose one of the items in the flashing box at the top of the screen. (The Ⓑ Button can be used to cancel the selection if you change your mind.)

• **EDIT** . . . This lets you create your own "Round".

(1) From among the items listed such as "FIELD" and "BLOCK", choose an object to be positioned on the screen. Use the + Control Pad to move the arrow, and press either the Ⓐ or Ⓑ Button to make your selection. When the button is pressed, the mark indicating the pressed button (A or B) appears to the left of that object. This becomes the object that will be placed on the screen. When the object has been selected, press the Select Button.

By selecting "EXIT" at the top of the screen, you can return to the beginning of the Edit Mode.



(2) Inside the large box at the upper left of the screen are smaller square boxes which are flashing. Move to the desired location using the + Control Pad, and press the Ⓐ or Ⓑ Button to place the object on the screen. The object placed at that position is the one selected with the Ⓐ or Ⓑ Button. When the object has been positioned on the screen, press the Select Button to return to Step (1) and choose a different type of object for the Ⓐ and Ⓑ buttons. Keep repeating the process untill you have completed your "Round". You can return to the beginning of the Edit Mode at any time by pressing the Start button.

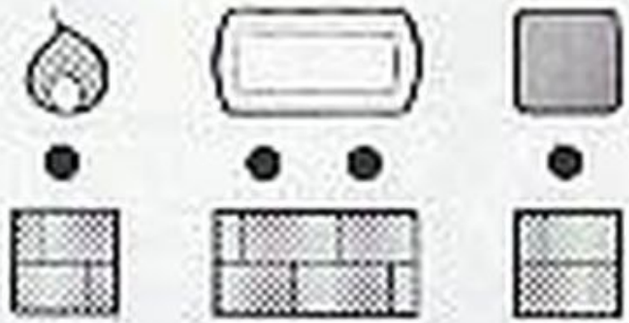
● *Precautions When Creating a Screen*

Be careful when creating a Puzzle screen:
1) Be careful not to forget to enter Dana on the screen.
2) Make sure you put at least one flame on the screen.
3) Make sure blocks of ice are linked together the right way.

Good example:

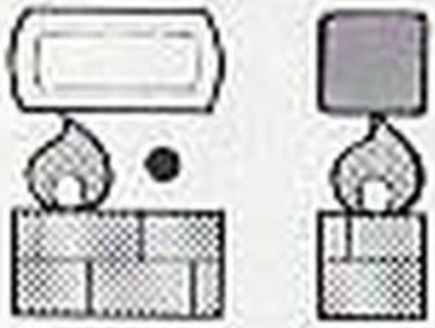
Bad example:

4) Be careful not to position flames, ice, or stones in the air, so that they are floating on the screen.

Bad example: 

5) Be careful not to position ice or stones above flames.

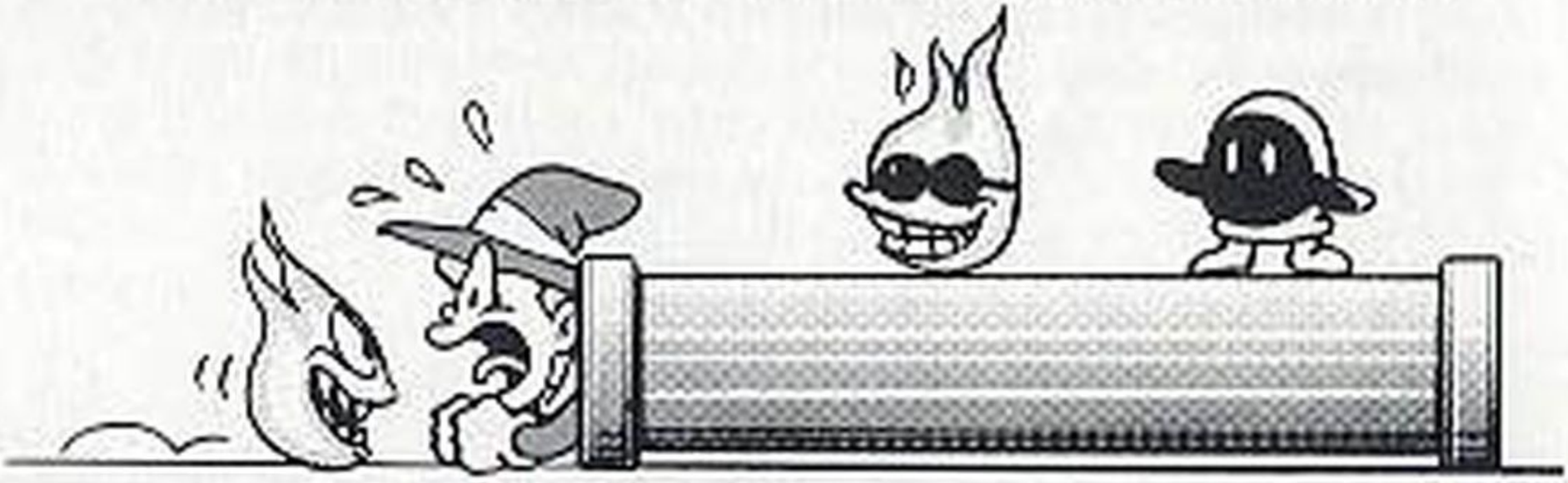
Bad example:



6) Be careful not to put flames on top of jars which are not yet on fire.
7) Be careful not to put ice on top of a jar which is on fire.
8) Be careful not to put a flame on top of Dana.

^**PLAY** - - - This lets you select a Puzzle screen created in the Edit Mode.

^**EXIT** - - - This takes you back to the screen showing the Grandmother.



MEMO

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly in strict accordance with the manufacturers' instructions, interference to radio and television reception may occur. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Suppart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that the Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in materials and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 310-787-2900. Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to: **Tecmo, Inc. Consumer Division: Sequoia Commerce Center 19260 South Van Ness Avenue Torrance, CA 90501**

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number indicated above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a Repair Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or reconditioned PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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